

FIG. 1
(PRIOR ART)

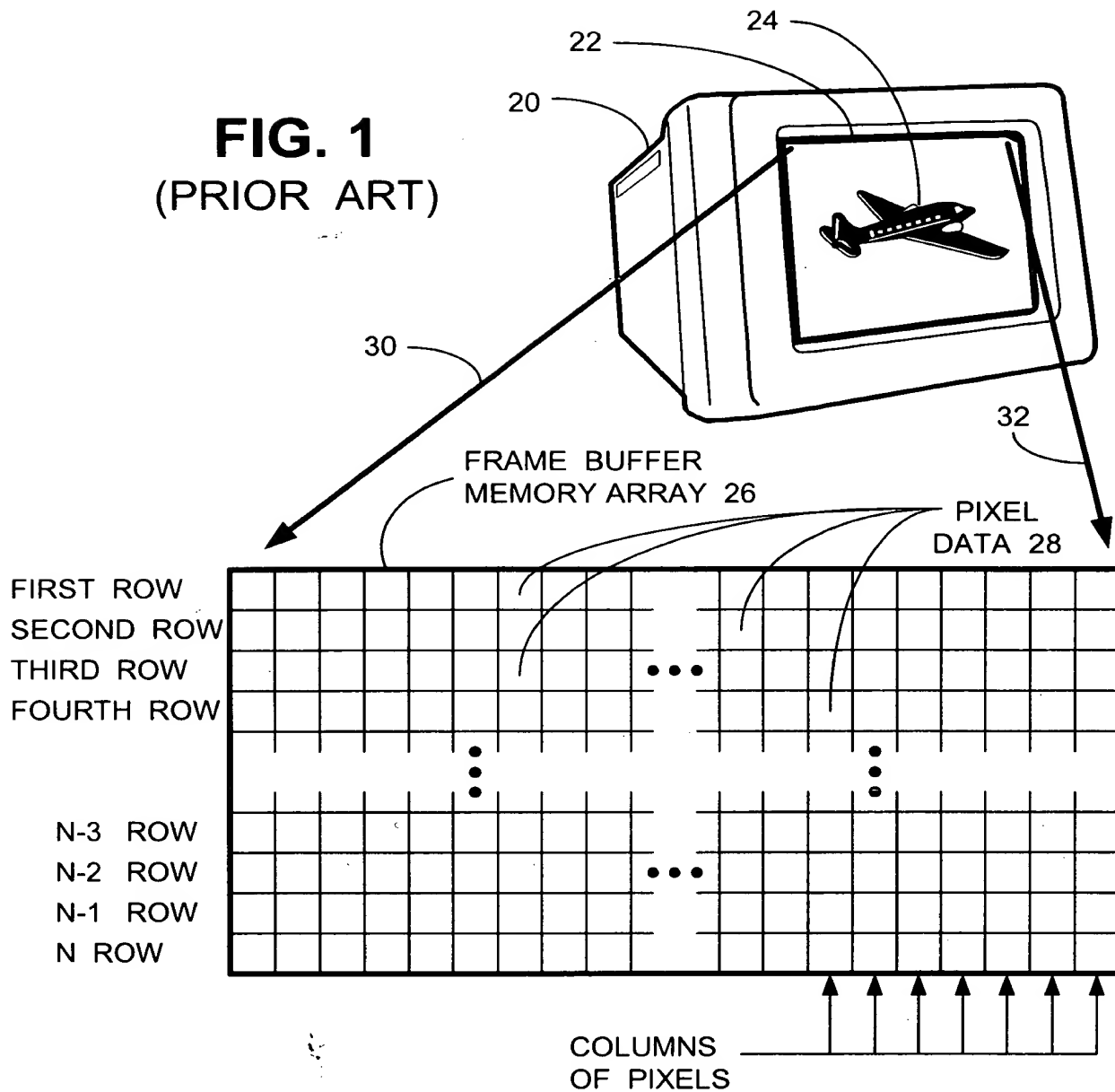
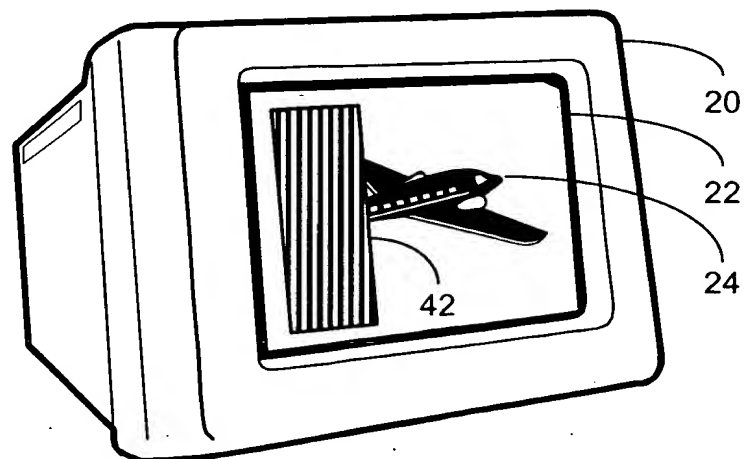
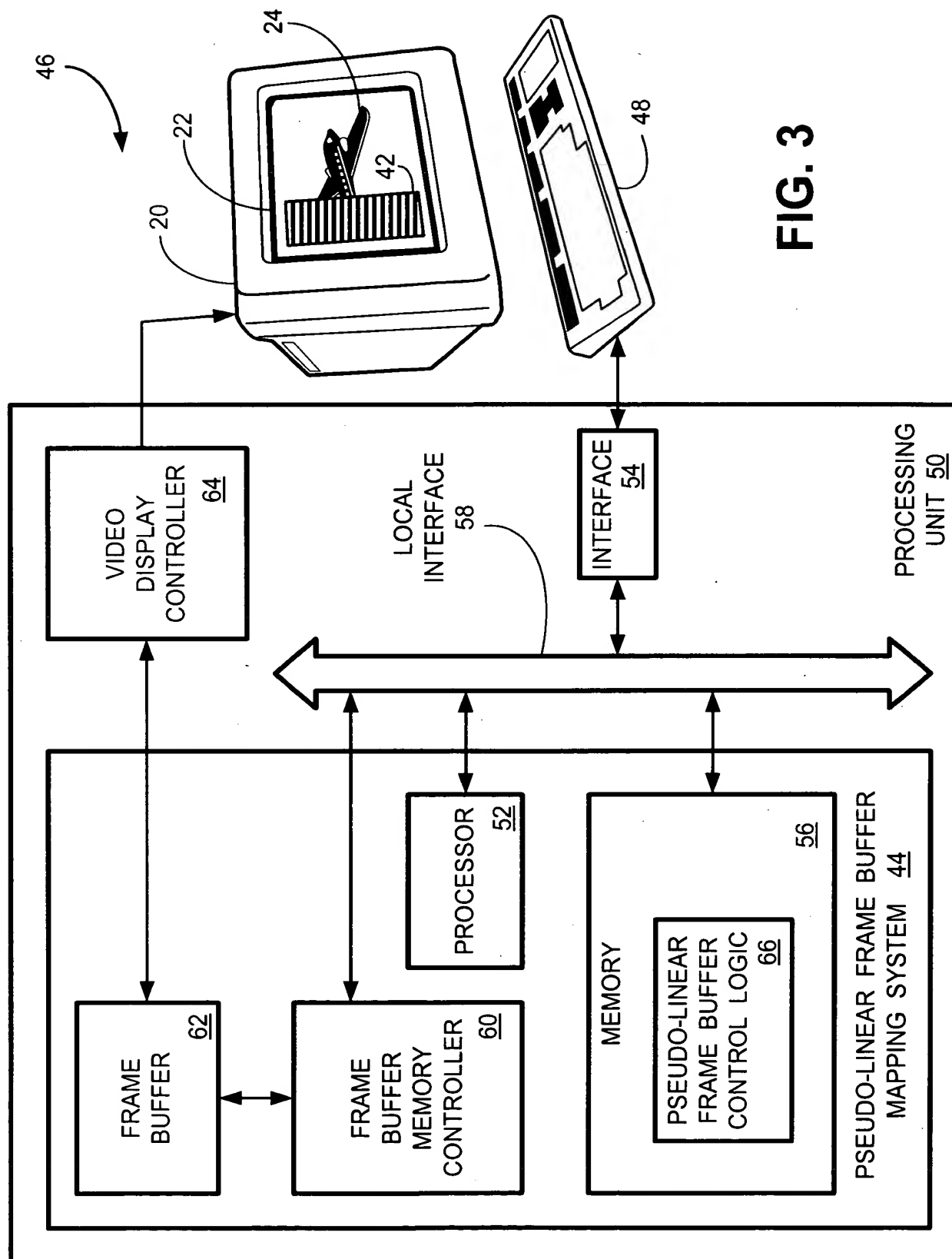


FIG. 2
(PRIOR ART)





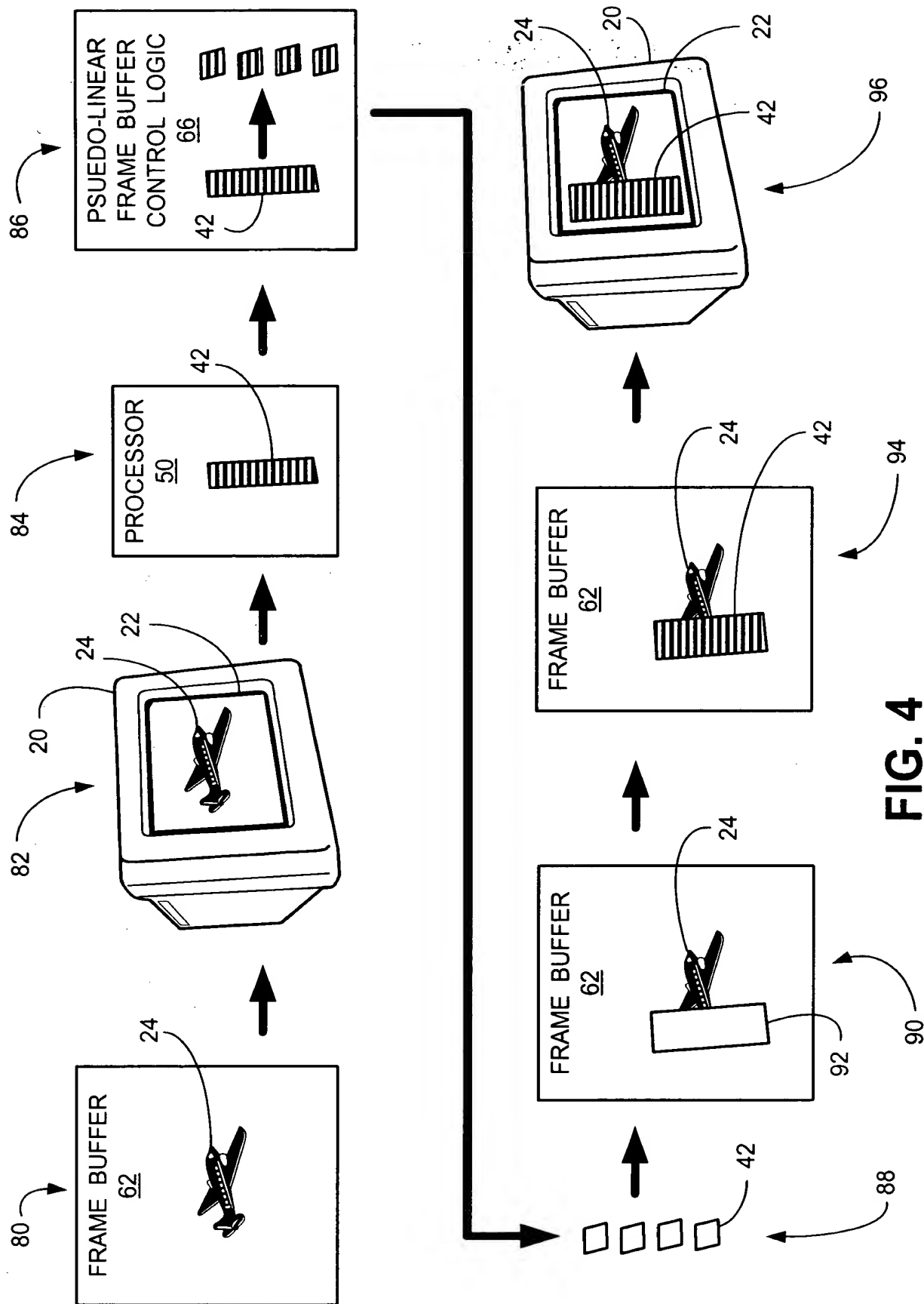
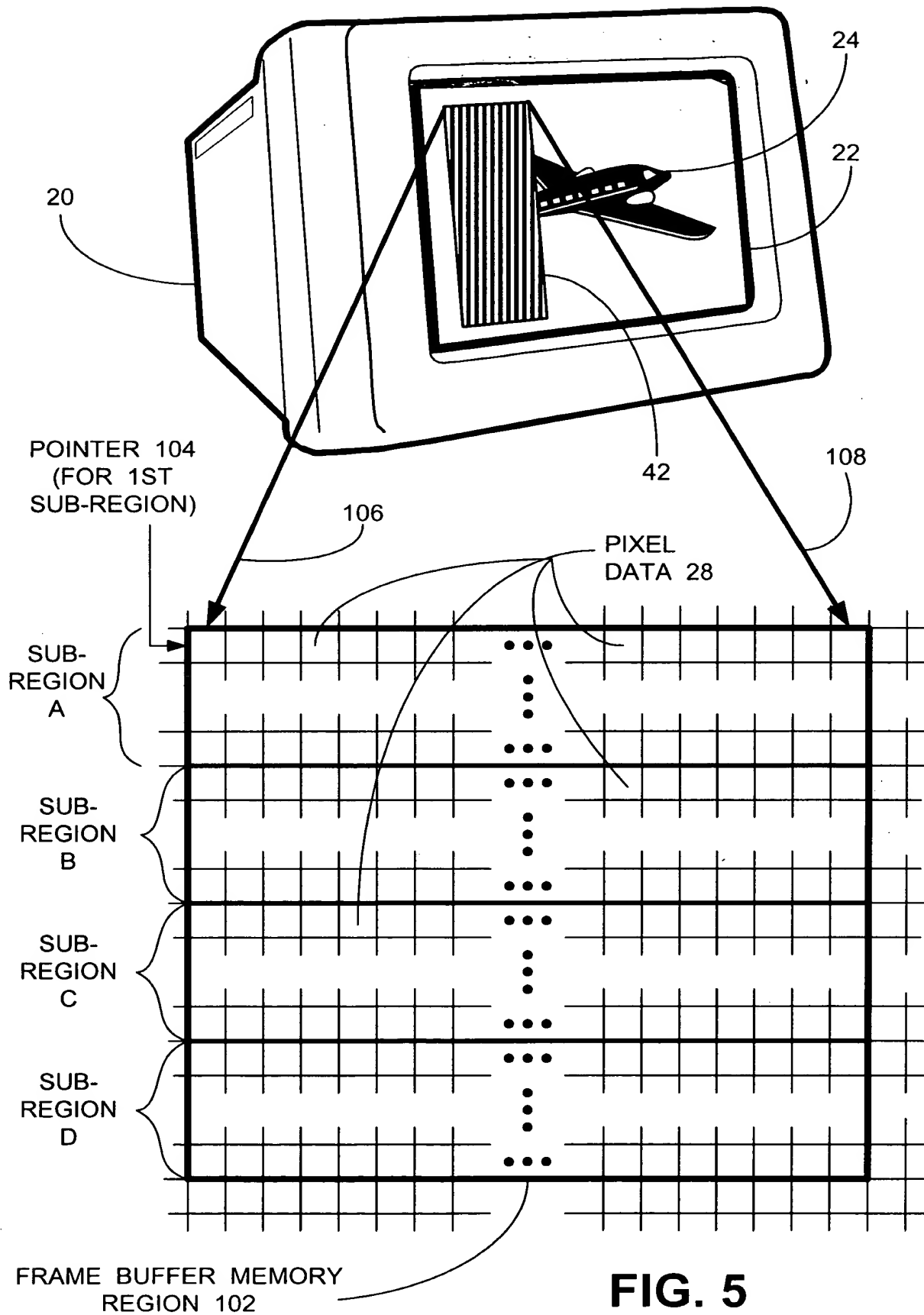
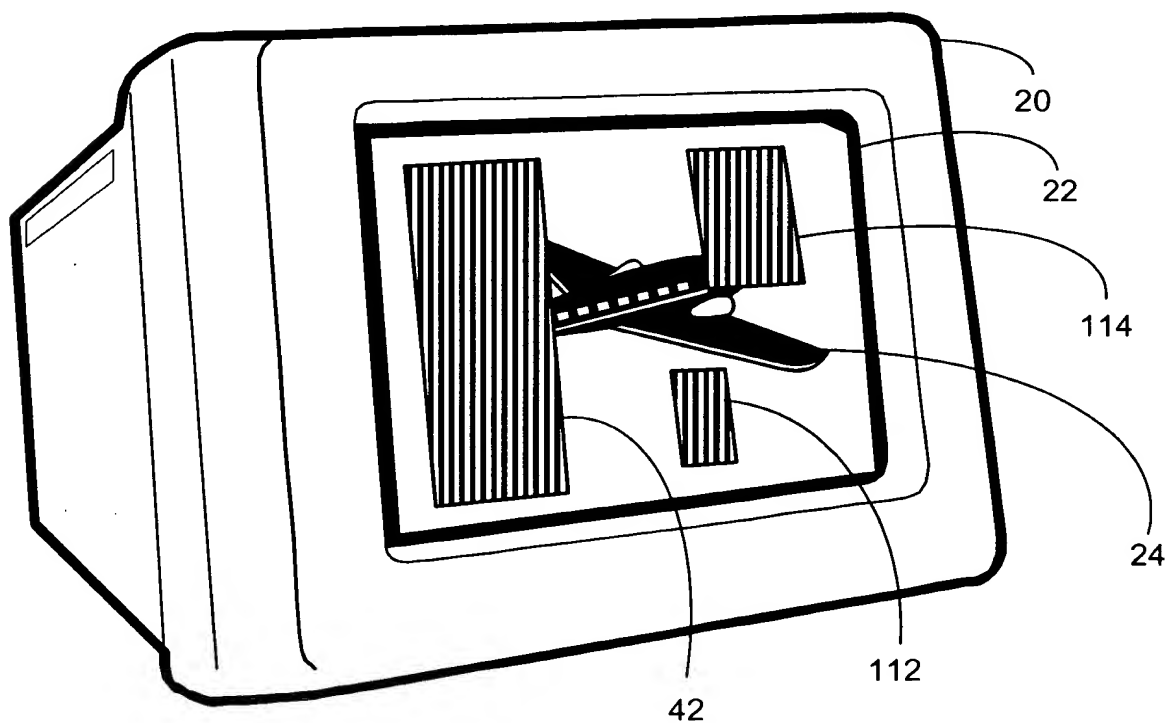


FIG. 4



The diagram illustrates a frame buffer memory layout. It consists of a large rectangular area divided into a grid of cells. The grid is divided into three main horizontal sections. The top section is labeled 'SUB-REGION C' and contains three rows of cells. The middle section is labeled 'SUB-REGION D' and contains three rows of cells. The bottom section is labeled 'UNALIGNED BOTTOM PORTION 110' and contains three rows of cells. The entire grid is labeled 'FRAME BUFFER MEMORY 74'. A label 'PIXEL DATA 28' points to a specific cell in the bottom portion. The grid is divided into three main horizontal sections by thick lines. The top section is labeled 'SUB-REGION C' and contains three rows of cells. The middle section is labeled 'SUB-REGION D' and contains three rows of cells. The bottom section is labeled 'UNALIGNED BOTTOM PORTION 110' and contains three rows of cells. The entire grid is labeled 'FRAME BUFFER MEMORY 74'. A label 'PIXEL DATA 28' points to a specific cell in the bottom portion.



05000105000

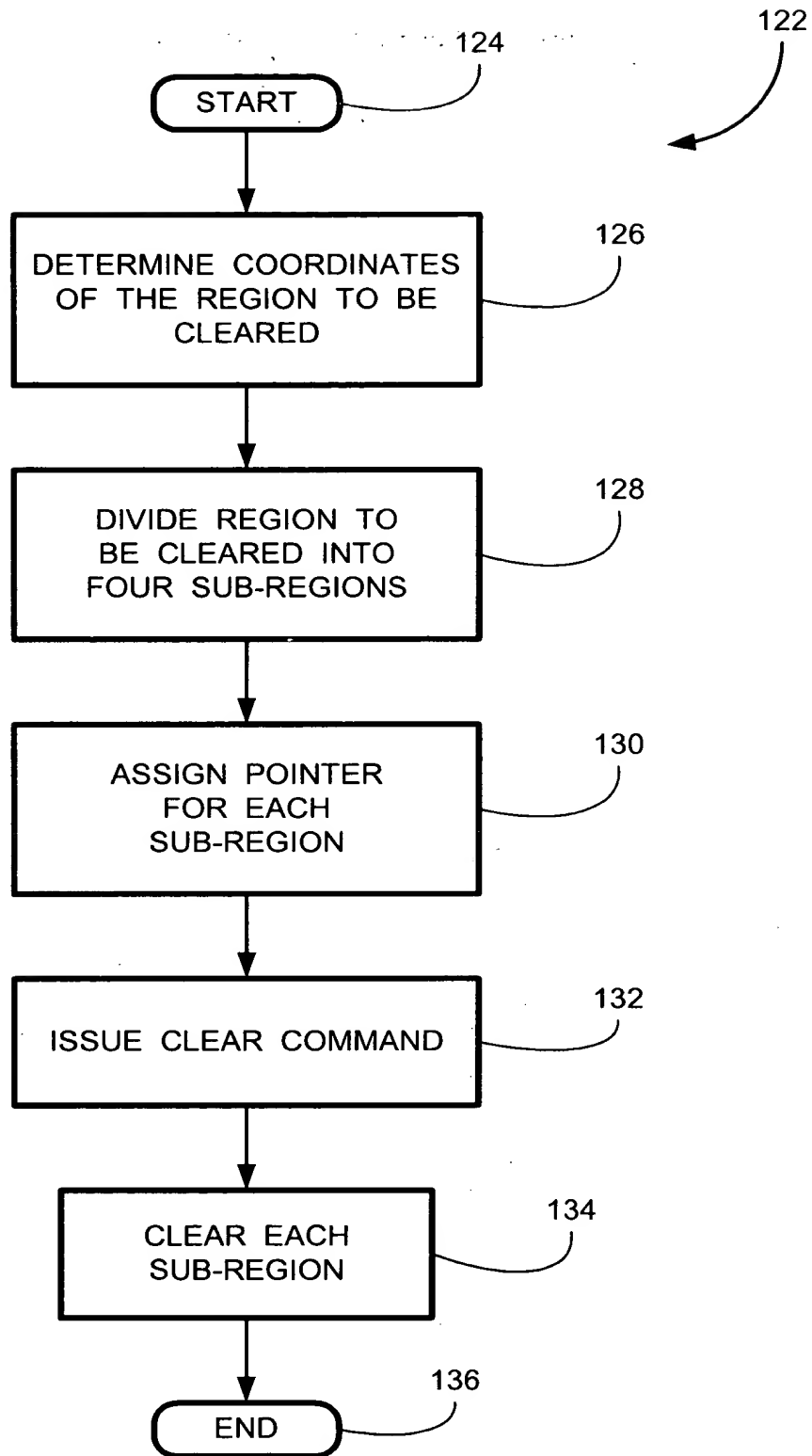


FIG. 8